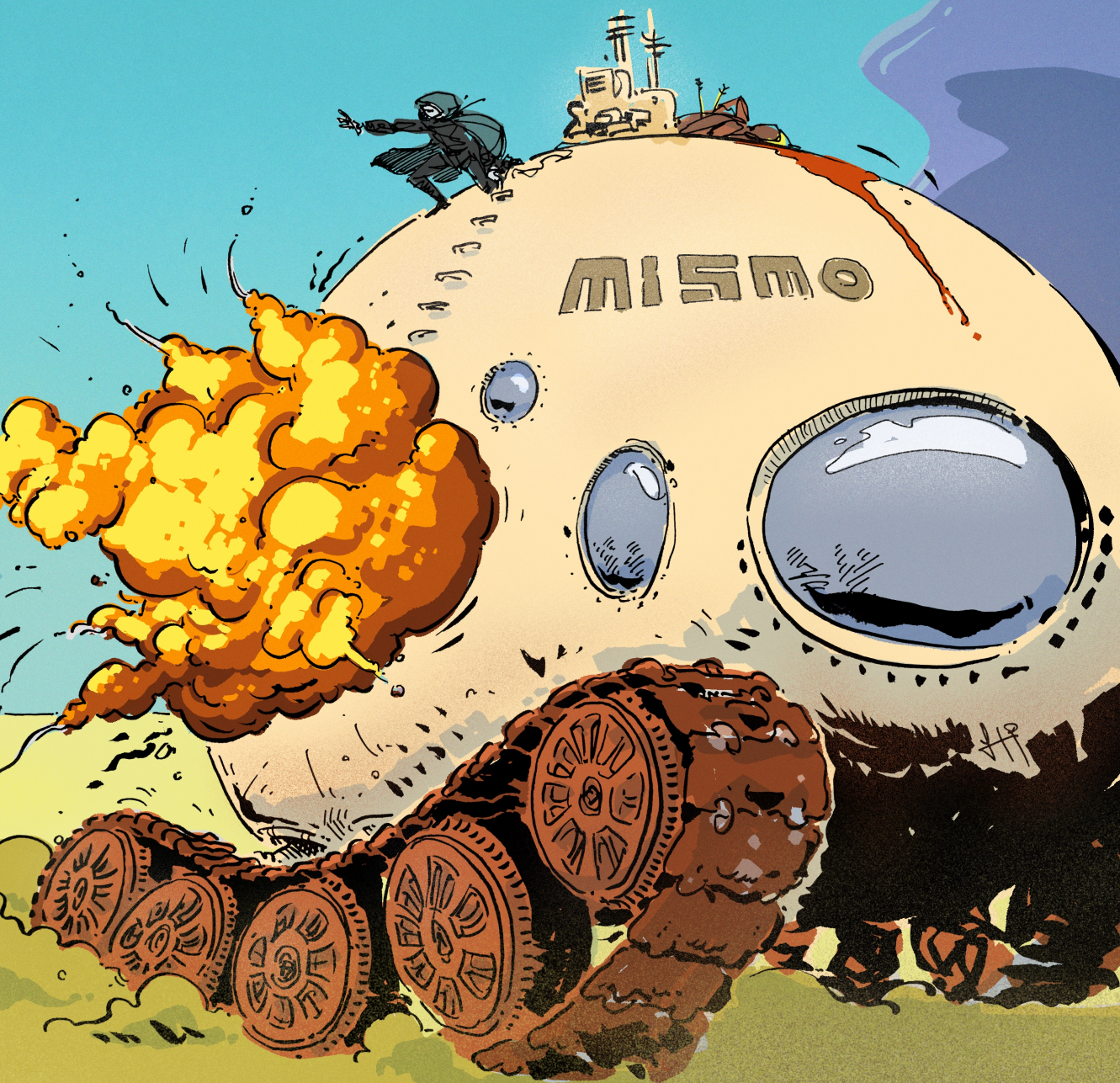


SEARCH

Brève Ultraviolet Heroes



BRÈVE

ULTRAVIOLET HEROES

a SEACAT game



Art and writing ©2020 Luka Rejec

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MAKE YOUR HERO

Welcome to Breve Ultraviolet Heroes, a psychedelic metal RPG of extravagant heroes in strange worlds tinged with the reckless science fantasies of *Métal hurlant*. Merchants of trackless steppes, explorers of forgotten times, vagabonds of alien dimensions, cultists of half-imagined sentiences. The heroes discover worlds older and newer than they expected, and perhaps return home with tales to inspire and daunt.

They will not necessarily be good, but they will certainly be extraordinary, excessive, and memorable.

Making a hero to play is quite simple:

1. Roll or choose your hero.
2. Roll up skills.
3. Roll up abilities.
4. Roll up stats.
5. Roll up gear (and spells).
6. Play.

ROLLING DICE

There is a lot of rolling and edge cases are possible. The types of rolls are listed at the tops of tables in [square brackets]. They are:

- [d6]: Roll a six-sided die and look up the result.
- [2d6]: Roll 2 six-sided dice, add them, and look up the result.
- [d6 x 2]: Roll two six-sided dice and look up two results.
- [6 and d6 x 2]: Look up result 6, then roll two six-sided dice and look up two more results.

RANKS

Most skills and abilities have *ranks*, giving increasing benefits when rolled a second or even third time. Duplicate rolls unlock higher ranks. If a result is no longer available or makes no sense, the player should keep rolling until they get a result that works, or just choose something they like.

THE USE OF THIS BOOK

Breve Ultraviolet Heroes covers making and advancing heroes for 3–12 session miniseries campaigns using Seacat in the anti-canon worlds of the *Ultraviolet Grasslands*, *Witchburner*, *Longwinter* or *Red Sky / Dead City*, but they can with most any pulp setting with a bit of adaptation and improvisation.

This is not an rpg rulebook. It is also not yet complete. All the abilities, skills, and spells refer to the complementary *Rules and Glossarium*.

Breve means that it only covers levels 3 to 6. These are more-or-less compatible with the levels used in the famous fantasy rpg.

SEACAT TO DO

ULTRAVIOLET HEROES:

60% complete.

- > reformat existing heroes (tourist, weapon, skeleton)
- > revise use of skeletons and skins (as optional random generators)
- > add generator and advancement tables for levels 1–3
- > add tables for epic heroes (levels 6–9)
- > add last three heroes?

Art: more after editing.

RULES AND THINGS:

45% complete

- > add cleaned up basic mechanics
- > add cleaned up conflict and combat rules
- > add scene and encounter section
- > add cleaned up XP mechanics
- > add **more** abilities, skills, spells
- > add equipment!
- > add **more** creatures!

Art: started.

ROLL OR CHOOSE YOUR HERO

WHO IS THIS HERO? [D12+1]

1. Everyhero
2. Electric Wizard
3. Freehold Archaeologist
4. Barbarian Destroyer
5. Timelost Warrior
6. Lifesculptor Biomancer
7. Golemmafex
8. Noble Tourist - reformat
9. Alien Weapon - reformat
10. Risen Skeleton - reformat
11. Rightmaker - started
12. Witch - starter
13. Merchant Adventurer - or a different thief?



EVERYHERO

“Feeling unknown, and you’re all alone,
flesh and bone,”

Depeche Mode — *Personal Jesus* — Violator
(1990)

This is a generic hero for every player who either wants to pick and choose their own mix of skills and abilities, or just let random generators do all their work for them.

Everyhero’s got what it takes.

That special mix of ambition and desperation, longing and regret. That unique experience of loss, that particular need to prove themselves, to recover stability and security, to build a better world. But it’s not just that.

There were signs from early on. Patterns. Proof of their competence. Exceptional ability. An unusual calling.

Yep. They are unique.

Just like all the other skeletons gently baking in the Transplutonian Waste.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Roll twice on the master skill list in *Rules and Glossarium*, then choose one skill from the same list. This choice can increase the rank of a previously rolled skill.

ROLL ABILITIES

Roll once on the master ability list in *Rules and Glossarium*, then choose one ability from the same list. This choice can increase the rank of a previously rolled ability.

ROLL STATS

Roll 1d4-1 for three Stats of choice and 1d6-3 for the remaining three. Stats cannot be negative, so all negative results become 0. Then increase one Stat by 1 point.

Optional Point Buy: Instead of rolling, distribute 7 points among the six Stats.

EVERYHERO GEAR

Start with 300 cash, one weapon, and two random items. The hero can spend cash to buy other equipment before play starts.

EVERYHERO EXTRAS

Heroes usually get sidekicks, pets, and summonable creatures from abilities, gear, and spells. However, if the player really wants to, then they absolutely must roll for a random pet.

EVERYHERO ADVANCEMENT

This is a generic table that any hero can choose to use instead of their own advancement table.

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero develops aversion to a field of study and everything associated with it.
2. Hero learns a new skill, but their sanity wavers. Roll on skill table and lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. **Roll on another hero's advancement table.**
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety.
Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Roll on ability table and gain 1 Life.
16. Roll on skill table and gain 2 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance.
A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a rent, (5) a fancy title, or (6) actual influence and obligations.
19. Increase a Stat by 1 and gain 1 Life.
20. Hero discovers a mentor willing to teach them how to become a True Warrior or a True Wizard (player's choice). They set three tasks.
The tasks are (roll d6): (1) a week of humiliation, (2) pointless expenses equal to half of the hero's wealth, (3) a week of hardship in a remote place, (4) an unusual change to the hero's appearance, (5) to ritually destroy a prized possession, (6) to save or destroy someone or something for the mentor.
After three tasks are completed, the hero undertakes a week-long ritual. The details are up to the player.
After induction, the hero gains either the **True Warrior** or the **True Wizard** ability. These change the hero's Life total and magic cost. Additionally, the hero learns to use a new weapon or spell respectively.
or
This Mentor Is Unsuitable!
The hero will make their own path. Complete one random task then choose (or roll) any skill or ability (except any with a #pinnacle tag).

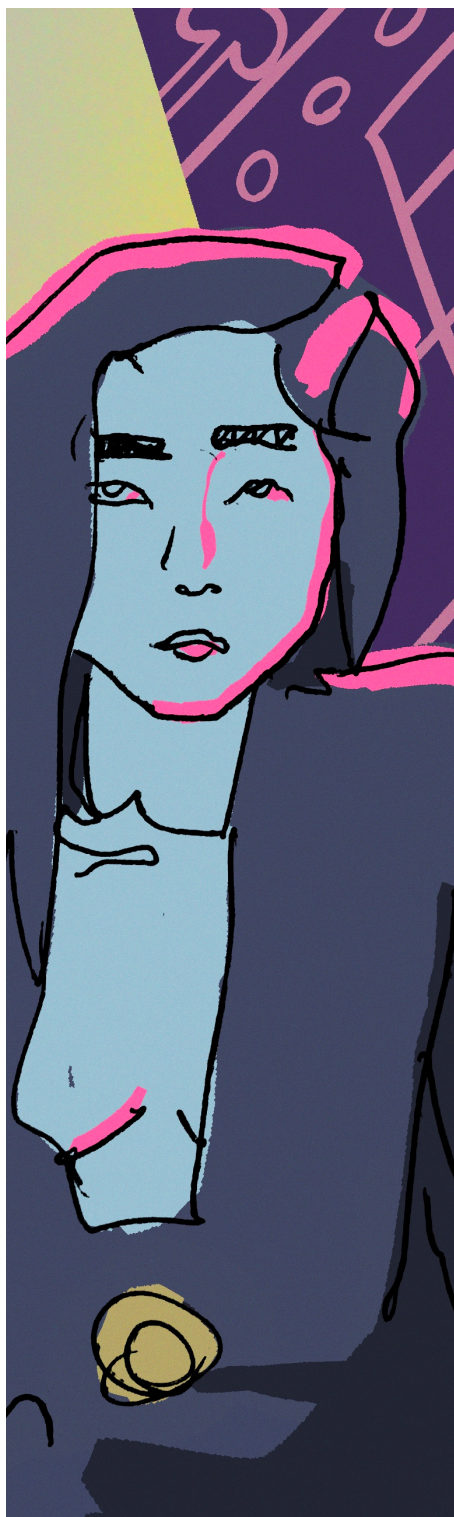
EPIC EVERYHERO STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People know them. Respected, upstanding heroes are admired. Villains are feared.

Hero also gains (roll d6): (1) a lucrative position, (2) a position of expertise, (3) a position of power, (4) celebrity status, (5) access to community resources, (6) ownership of a ridiculous white elephant, maybe a derelict voidliner or a haunted glass palace.





ELECTRIC WIZARD

They have touched the metaphysical live wire of the soul, the *Ka* of creation. The electromagnificent radiation that underpins motion and change and life itself. Yes, it burns, it scours flesh, it turns mere human desires to ash, but it also creates. Quite certainly. This. This is the divine spark.

And the electric wizard wields it.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Apparatchik
3. Energy Warrior
4. Engineer Electrical
5. Professor
6. Acolyte of Mother Electricity

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero's table.
2. Electromagic Hacker
3. Lightning Rider

4. Position of Power
5. Rubberskin
6. Sparklefingers

ROLL STATS

An Electric Wizard uses the speed of their formidable Thought to cast spells. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-3
2. Endurance: 1d6-3
3. Agility: 1d4-1
4. Charisma: 1d6-2
5. Aura: 1d6-3
6. Thought: 1d4+1

Optional Point Buy: Instead of rolling, assign 3 points to Thought and 4 points to the other five Stats.

ELECTRIC WIZARD GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**.
#str #agi #reach #energy
Damage: 1d8 electric
Range: melee, Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Rubberized chitin cuirass**, with a defunct corporate kingdom's proprietary charging ports.
#medium #cool
Armor +4, Size: 2 stone

4. Ominous black, pedal-powered **cargo tricycle**. Rugged enough to handle most terrains.
#pedal #machine
Capacity: 3 sacks
Def: 7, Life: 15
5. Scuffed red steel **mechanic's chest** full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.
#toolkit
Size: 1 sack
6. **Two acrylic rods** engraved with the runes of the Oh Mega. Used to cast a random spell from **Anastasiya's Canon**.
#spellburden
Size: 1 stone

ELECTRIC EXTRAS

Per abilities.

1. **Brains** (L2, investigator)
Def: 10, Life: 10, Sum: +5
2. **Flunky** (L1, secretary)
Def: 9, Life: 5, Sum: +3
3. **Muscle** (L2, enforcer)
Def: 15, Life: 15, Sum: +4
4. **Wirefolk** (L2, blank slate)
Def: 13, Life: 13, Sum: +5

Per spells of Anastasiya's Canon.

1. **Electric Abomination** (L1-L5, volt horror)
2. **Wire Ghoul** (L2, electric zombie)

ELECTRIC WIZARD ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero begins to despise a whole field of study that disagrees with their philosophical sensibilities.
2. Hero learns a new spell, but their sanity wavers and they lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take rest in fellowship of friends and gain 2 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Word gets around of hero's strange experiments and wild powers.
Every several weeks (roll d6): (1) an undercover wirefolk member of a heretical cult of Mother Electricity comes to silence their evil mouth, (2-3) guardians of the law haul them in for questioning about an unusual case, (4-6) an adventurer visits with a strange electrical artifact.
10. Increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Hero savors connection with cosmos and gains 4 Life.

13. Reduce a Stat by 1 point, increase another Stat by the same amount.
14. Hero is welcomed in the strange houses of seekers after wisdom, and is are heartened. Gain 5 Life.
15. Roll on ability table.
16. Roll on skill table.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Polite and academic society accepts hero as someone committed to Progress and Prosperity in the community. Hero gains claim to (roll d6): (1) disused laboratory facility near the old canal, (2) handsome town house, (3) traveling repair golem, (4) seat on the community council, (5) a position at the local college of useful trades, or (6) membership in the salon of life and death.
19. Increase a Stat by 1.
20. Hero discovers a mentor willing to induct them into the **true secrets of wizardry**. They set three tasks and a ritual.

TASKS OF WIZARDRY (D6)

1. Spend a week dressed in a rubber outfit in the mentor's pig sty.
2. Half the hero's wealth for bright blue tiles for the mentor's roof.
3. Spend a week harvesting azure stormbird eggs on Mount Estrelvoy.
4. Pay a tenth of hero's wealth replacing their teeth with metal dentures.
5. Live for a month wearing the same moth-eaten kestrel costume.

6. For two weeks shock themselves daily with electric eels (each shock deals 1d3 damage).

The final ritual itself is too shocking to describe in writing and is up to the player.

After induction, hero gains **True Wizard** ability. This permanently reduces hero's Life by 2 per level (current and future), but, hero's magic cost is reduced by one. Additionally, the mentor teaches a new spell.

or

They Are All Fools!

The so-called mentor is a madman and a charlatan! Hero abandons this stupid pursuit of magical dreams and find another outlet for their ambitions. Choose (or roll) any new skill or ability (except any with a #pinnacle tag).

EPIC ELECTRIC WIZARD STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People refer to them quite openly as "Master Electric City" and other such polite phrases. The good folk of the community bow down to them. When they die, they will get a memorial plaque and a park named after them.

Hero also gains claim to a position as (roll d6): (1) chief engineer of a heroic industrial concern, (2) abbot of a small techno-cult, (3) mayor of a electromagical generator town, (4) head of post-mortem labor management, (5) executive manager of a lucrative trading line, (6) owner of a dilapidated electromagnificent hover-train.



FREEHOLD

ARCHAEOLOGIST

“Once upon a time we were free. We were great. We were strong.

Then the Great Forgetting came. The mists of time ate up who we were. The lights went out in the sky and on the earth. First winked out the outposts. Then winked out the capital. Then winked out the gates. Then the great roads. Our world became small. We became small.

But then the world grew bigger again. The chiefs came. The kings came. The administrators. And we paid and paid and paid. But mark my words, it was us that built great things, did great deeds. They were *our* ancestors and the hidden truths in the vault-temple beneath our freehold prove it.

Sure, now we are just a small plantation-town overseen by the Cogflower Administration Bureau, but what do those fools know? With their stolen knowledge we will rekindle our vault, reactivate the god-factory below, and throw off their foolish yoke!”

These are the stories the hero’s Onka told them as they grew up and learned the secrets of the Ancient Truths.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero’s table.
2. Museum Apparatchik
3. Driver
4. Investigator
5. Wilderness Explorer
6. Archaeologist

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero’s table.
2. Racer of Renown
3. Influential Academic
4. Famed Explorer
5. Activate Everything
6. Trust Me, I’m a Symbolologist

ROLL STATS

A Freehold Archaeologist uses brains and agility to steal ... ahem ... recover lost wisdom. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-3
2. Endurance: 1d3-1
3. Agility: 1d4+1
4. Charisma: 1d6-3
5. Aura: 1d6-4
6. Thought: 1d3

Optional Point Buy: Instead of rolling, assign 3 points to Agility, 1 to Thought, and 3 points to the other four Stats.

ARCHAEOLOGIST GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**.
#str #agi #reach #energy
Damage: 1d8 electric
Range: melee, Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Leather jacket of many pockets**, padded with pre-Fall ballistic weave. Lets wearer easily hide 2 stones of gear.
#light #civilian
Armor +2, Size: 1 stone
4. Eerie ancient **wand gun**. To charge, simply (roll d6): (1) expose to sunlight, (2) immerse in water, (3) let it absorb metal, (4) dribble blood on it, (5) expose to moonlight, (6) keep in a dark box. Charging takes a few hours.
#wand #pistol
Damage: 1d10, Reload: 3
Range: Short, Size: 1 stone
5. **Lifelike Golem Mule** (L3, comforting). Somebody at the mysterious Jade Egg Wellness Corporation Cult thought making a cybernetic emotional support mule was a good idea. At least, that's what you gleaned from the manuals when you uncovered it. You've reactivated it and it is now a loyal servitor. It requires neither food nor drink, drawing power from an original Null-Heart™ battery. However, it does require a lot of petting and cajoling. Perhaps it even talks?
#steed #golem

Capacity: 3 sacks
Def: 12, Life: 16, Sum: +3
Attack: kick (1d6*)

6. **Archaeologist Kit**. Shovels, picks, sacks, ropes, buckets, brushes, pith helmets, more mustache wax, shiny boots, safety whip, €100 notebooks, and lamps. Everything a budding tomb raider could want!
#toolkit
Size: 1 sack

ARCHAEOLOGIST'S EXTRAS

Per abilities, the freeholder can start with several sidekicks.

1. **Protege** (L1, Research Fellow)
Def: 7, Life: 7, Sum: +4
2. **Guns** (L2, Recovering Mercenary)
Def: 16, Life: 13, Sum: +5
3. **Money** (L2, noble backer)
Def: 9, Life: 11, Sum: +4

Depending on gear, they might also start with a friendly golem pet.

1. **Emotional Support Golem** (L1-L4, Viviform Synthetic)

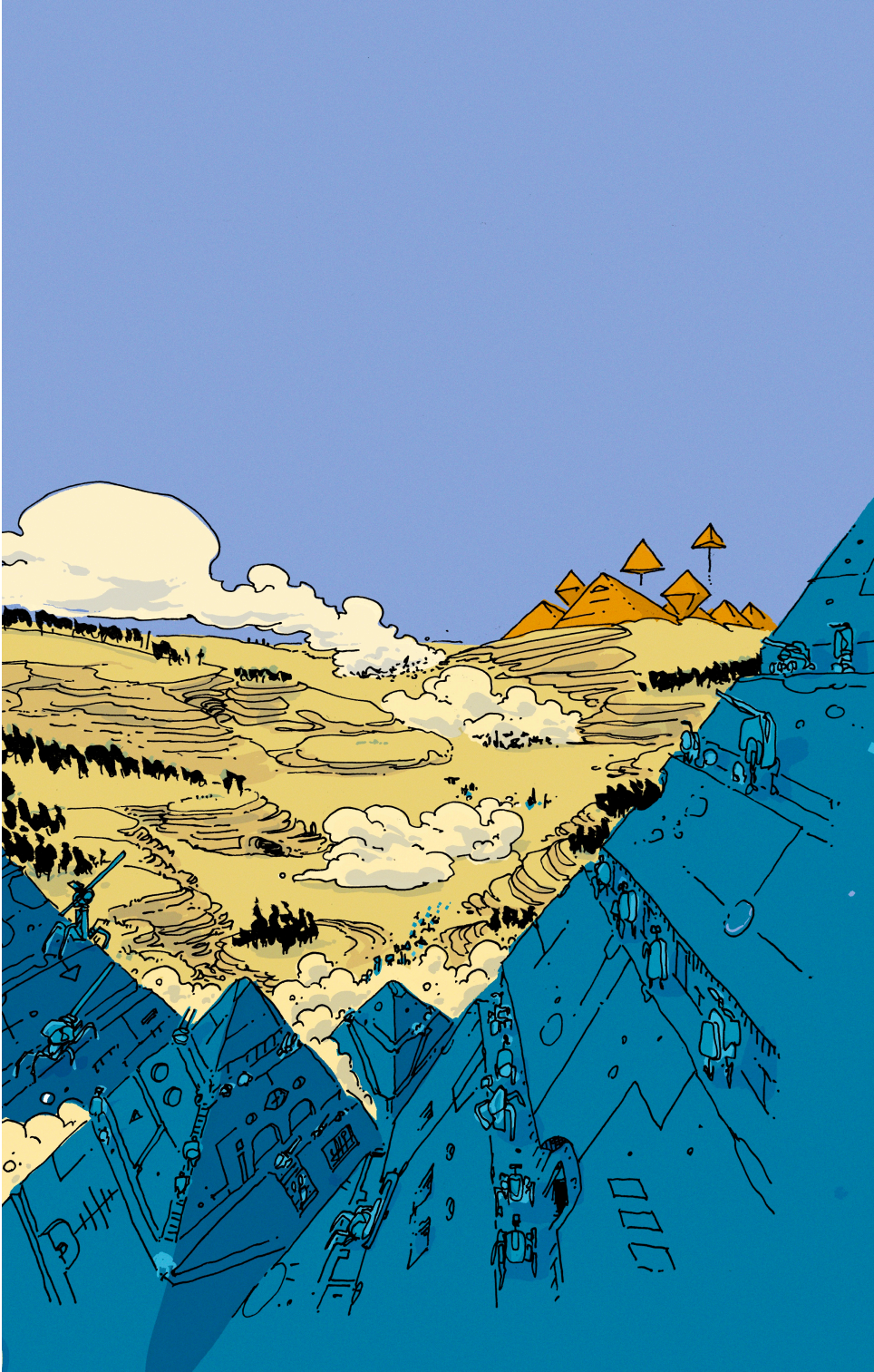
FREEHOLD ARCHAEOLOGIST ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero realizes a whole field of academia is bunk because a famed professor (roll d4): (1) falsified their research, (2) was actually a synthetic infiltrator, (3) is a key supporter of a dictator, (4) does “really bad things” in a secret dungeon laboratory.
2. Learn new skill or upgrade an existing skill, but hero’s faith in humanity is dented. Lose 2 Life.
3. Increase maximum number of Hero Dice by 1, but lose 1 Life.
4. Take rest in the fellowship of friends and gain 2 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero’s advancement table.
8. Roll on skill table and gain 1 Life.
9. Increase Level by 1. Word gets around about hero’s unorthodox theories of the past. Every several weeks (roll d6): (1) an odd crime occurs with links to their theories, (2–3) a zealous conspiracy theorist stalks them, perhaps pitching tent in front of their house or insisting on tagging along, (4–6) an official (L2) quietly visits to help with a case.
10. Increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Hero savors connection with their ancestors and gains 4 Life.
13. Increase a Stat by 1. Gain 2 Life.
14. A historical society welcomes hero and they are heartened. Gain 5 Life.
15. Roll on ability table.
16. Roll on skill table and permanently gain 1 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Popular culture accepts hero as an archetypal adventurer for their exploits. They are a tribute to the human spirit. Gain (roll d6): (1) loyal fans willing to bankroll hero’s stays and expenses, (2) free run of a government-run university, (3) an honorary office in a private museum of antiquities, (4) a manor, unexpectedly inherited from a rich collector of artifacts, (5) a well-paying column in a popular rag, (6) a sensationalist book-deal and speaking tour.
19. Increase a Stat by 1.
20. Hero finds a secret way to **access the mythic freehold ancestor god factory!** They face *three challenges*.

GOD FACTORY CHALLENGES (D6)

1. Destroy all the books describing the god factory in the official archive.
2. Spend half hero’s wealth on publications recanting previous position that such a god factory exists.



3. Permanently silence a conspiracy theorist claiming the god factory is secretly manipulating the government.
4. Lock one of hero's prized artifacts in a box and bury it in a secret vault for safekeeping.
5. Go on a month-long journey planting false evidence of a doomsday cult.
6. Spend two weeks getting a ceramic communication implant to access the deeper truths of the god factory.

*After hero communes with the god factory, they gain the **Chosen of the God Factory** ability. Charisma increases by 1 point. Additionally, once per day they can ask the god factory for guidance and receive a true answer or advantage on their next test (often, the player may simply narrate something they "know", subject to the referee's soft veto). Once per week, they can receive a mysterious package, no larger than a small coffin, containing a non-magical machine or item of their choice.*

or

It Was A False God!

The so-called god factory is just a deranged, malfunctioning autofac! The elders serving it are brain-stapled fools, slaves to its out-dated production protocols. The hero quickly abandon this dangerous quest and find another outlet for their ambitions. Choose (or roll) any new skill or ability. Hopefully the mad autofac will leave them alone!

EPIC ARCHAEOLOGIST STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

The hero is now officially 6th level. People refer to them quite openly as "The Fabled

Archaeologist." Kids chase them for autographs and the rags publish their stories with gusto. Perhaps someday a movie will be made about them.

The hero successfully (roll d6): (1) publishes a popular series of adventure books, (2) gains a sinecure at an esteemed university, (3) sees off a suite of legal challenges to inherit a rambling manor stuffed with ancient curiosities, (4) becomes a notable consultant on adapting old autofactory magics to modern industrial concerns, (5) talks their way into a commanding position on a royal expedition, (6) gains a noble title and sizeable state pension.



BARBARIAN DESTROYER

“if you wanna find hell with me, I can show you what it's like.”

Danzig — *Mother* — Danzig (1988)

They know what is best in life.

They come from a long line of warriors. Proud heroes. Protectors of humanity. Defenders of truth. By their arms, and by arms like theirs, has decadence and depravity been destroyed through the ages. Has evil been vanquished. Have the pure, animal spirits of humanity been set free.

It pulses in their veins, the moon-tide of Old-World. The ocean swell of the time before the Sky Gods, the Vile Ones and the Ancient Ones, the Openers of Ways, the Thieves of Time, the Slavemakers.

There is a primordial essence within them, an ur-culture. Yearning to break and to break free.

The Barbarian Destroyer feels it like a whip, like a whisper, urging them on in the midnight hour, crying, “More, more, more.”

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Auxiliary Captain
3. Steppe Survivor
4. Singer of Lost Songs
5. Gladiator
6. Ur-War Programming

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero's table.
2. Combat Monster
3. Break The Weak
4. Death Hunger
5. Blood Is Armor
6. Stargazer

ROLL STATS

A Barbarian Destroyer uses Strength to bring down decadent monsters. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d4+1
2. Endurance: 1d6-2
3. Agility: 1d6-3
4. Charisma: 1d6-3
5. Aura: 1d6-3
6. Thought: 1d6-3

Optional Point Buy: Instead of rolling, assign 3 points to Strength, and 4 points to the other five Stats.

DESTROYER GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. A fallen empire's **shock armor**. Porcelain and olivine plates spray-painted with a pompous logo over a slippery organo-metallic mesh.
#medium
Armor +5, Size: 2 stones
3. A **metal steed** (L2, shiny) that roars like thunder and gleams like a chrome elemental. On closer inspection it is a (roll d6): (1) living metal skeleton, (2) mirror-skinned horse, (3) golem steed, (4) a null-battery powered motorcycle with sidecar, (5) an actual chrome elemental, (6) a life-drinking alien.
Capacity: 2 sacks
Def: 15, Life: 12, Sum: +3
Attack: short-range flame breath (1d6*)
4. Pre-Fall **hand-held firemaker** and a bottle of lighter fluid.
Size: 1 soap
5. **Adventurer's Kit**, including portable stove, samovar, canteen, cast iron pots and pans, oils, salts and spices, ladles, tongs, knives, chopping blocks, and more. No more eating raw game!
#toolkit
Size: 1 sack
6. **Ghost-rank Sword**. It resonates with the personality of an ancient (roll d6): (1) rebel leader, (2) tribal warlord, (3) imperial shock trooper, (4) grand executioner, (5) bone commissar, (6) mind-burner. Every time it scores a critical hit on a living target, it attempts to drain its vital

essence, its *ka*, and the target must successfully test Endurance or die.
#sword #str #capital
Damage: 1d10 one-handed, 2d6 two-handed
Range: Melee, Size: 1 stone

DESTROYER'S EXTRAS

The destroyer needs no sidekicks. But they need a metal steed.

1. **Metal Steed** (L2, shiny)



BARBARIAN DESTROYER ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero's trauma resurfaces and they reject a style of fighting or type of weaponry.
2. Hero gains **Devastator** ability, but their sanity wavers. Lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety. Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Hero gains **Critical Mastery** ability and gains 1 Life.

16. Roll on skill table and gain 2 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance. A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a rent, (5) a fancy title, or (6) actual influence and obligations.
19. Increase a Stat by 1 and gain 1 Life.
20. Hero's diligent practice of the Old-world rituals unlock the ur-culture within their cells and a **Champion Ghost appears within their dreams**. The ghost offers three quests.

QUESTS OF THE DESTROYER (D6)

1. Ritually destroy all the decadent, vile artifacts that weaken their body.
2. Spend all their wealth on a prestige feast, sacrificial objects, and gifts for their community.
3. Find a vile, decadent magician. Stuff holy herbs in their orifices, then drive a stake through their heart, then cut off their head, then bury them (head-backwards) at a crossroads.
4. Ascend to the high mountains for a month of fasting and meditation.
5. Visit the Vault of the Hellbrought and retrieve the Blade of Memories.
6. Find and watch over the child who will be the Champion Reincarnate. The hero will know them by the five signs of the World that Was.

After the hero completes the quests, they gain the **True Warrior** ability. This ability

enhances the hero's connection with the essential nature of struggle, increasing their Life by 2 points for each of their levels (current and future), but also increasing their magic cost by one. Additionally, the Champion Ghost offers to teach them how to wield a new weapon over several weeks of dreams.

or

This Endless Struggle Is Not My War

The ghost is just that. A ghost. A radiation echo of far-gone time, a far-gone war. These fantasies of cosmic struggle, of psychic wars between eternal forces, of some mysterious Old-world. This way lies nonsense, madness. The hero forsakes war and chooses life. The player can choose (or roll) any skill or ability (except any with a #pinnacle tag). Hopefully the blood dreams will abate.

EPIC DESTROYER STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

The hero is now 6th level. People refer to them in tones of awe as "The Champion Returned." Drinkhouses fall silent as they enter and city guards don't dare ask the hero for their weapons anymore. Soon epic action serials will be written about them, exaggerating their deeds.

The hero receives (roll d6): (1) the head of their childhood friend, a pickled taunt from the Dark Wizard, (2) a ceremonial oldtech weapon of surpassing beauty, (3) an offer to become the sherriff of a frontier community, (4) an opportunity to join a remote tribe and ride off into the sunset, (5) dark dreams leading to an ancient voidship full of mummified corpses that look just like the hero, (6) a noble title and military authority over an elite but underfunded garrison.



TIMELOST WARRIOR

“Where do you come from, where is your tribe? You should not be here, you can't be alive.”

Star One — *Human See, Human Do* —
Victims of the Modern Age (2010)

The capsule clicks open and sensation floods back. Pain. Hunger. Rage. Horror. Fear. Time. Time. So much time.

So much loss.

But perhaps the pet is still alive. There, besides them in the null-sleep capsule.

Where is this place? Everything is dark.

“Home?” cries out the hero.

But there is no reply. Home is dead.

The exit sphincter opens. A long tunnel beckons, the dead excavator golem at the end, covered in thick dust. Weak with null-sleep, the hero takes a blade and begins to dig.

Clang. Smash. A small landslide and there, a crevice. An exit.

What is this strange place? Is this some cosmic design?

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

STARTING OPTION

The timelost warrior can use the **Bonds of Remembrance** mechanic, narrating their connection with a lost and forgotten time.

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Pilot [in the Void]
3. Athlete
4. Scientist [Oldtech]
5. Mechanic
6. Veteran [of the Psychic Wars]

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero's table.
2. Swift Recovery
3. Action Boosted
4. Pistolero
5. Porcelain Skinned
6. Protector of Innocents

ROLL STATS

A Timelost Warrior uses Agility to find out what is even going on in this world. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-2
2. Endurance: 1d6-1
3. Agility: 1d4
4. Charisma: 1d6-4

5. Aura: 1d6-3
6. Thought: 1d6-3

Optional Point Buy: Instead of rolling, assign 2 points to Agility, and 5 points to the other five Stats.

day of being drained. Even when it is drained, the hero can spend a Life point to fire a shot.

#pistol #agi
 Damage: 2d6, Reload: 2
 Range: Close, Size: 1 stone

TIMELOST GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Dusty **synthskin enviro-suit**. All faded neons woven with strange organic patterns. It recycles fluids and nutrients from waste.
 #light #environmental #cool
 Armor +2, Size: 1 stone
3. A pack full of **vidy crystals** filled with strange tales and arcane lore from long ago. Roll two random spells.
 #tradegood
 Size: 5 stone, Value: €250
4. Improvised **wheelbarrow** made from ancient plastics and magically light metals.
 #slow #pushcart
 Capacity: 3 sacks
5. **Golem Developer Kit**, including plaz tubes of re-writing paper, light pens, soldering, wiring, and fine-mechanical tools, welders, tongs, measuring mini-golems, self-sculpting wires, and control crystals. Forge not included.
 #toolkit
 Size: 1 sack
6. **Ancient demon pistol**. Age has not dimmed the power of this weapon. It draws its power from a void-crystal, and recharges automatically within a

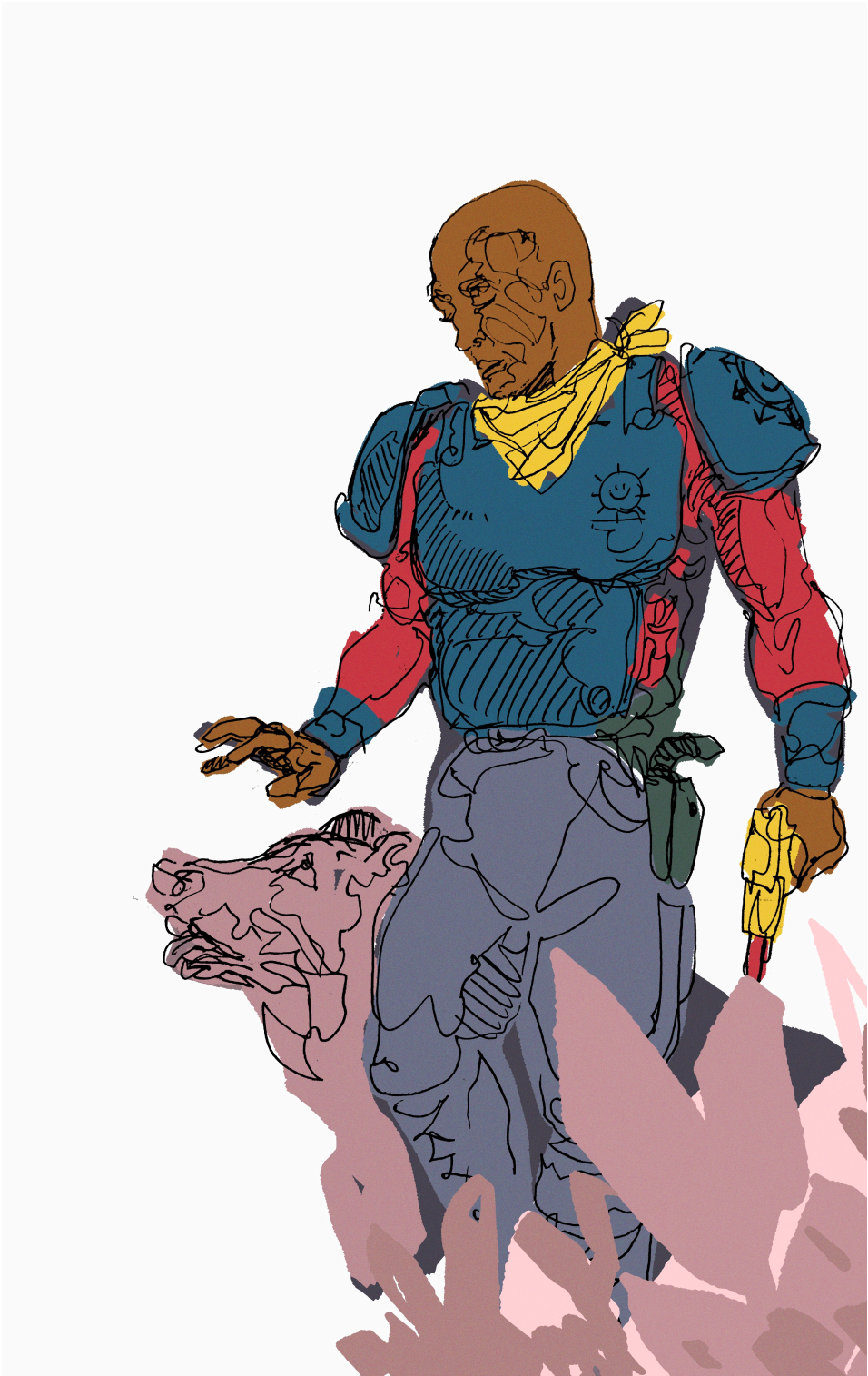
TIMELOST EXTRAS

Per abilities, the timelost warrior can start with a sidekick.

1. **Naive Apprentice** (L1, fanatical)
 Def: 10, Life: 7, Sum: +4

The timelost hero can also choose or randomly determine a starting pet [d6]:

1. **Sleepy Cat** (L1)
2. **Scruffy Dog** (L2)
3. **Vorpall Rabbit** (L3)
4. **Space Owl** (L4)
5. **Skeleton Otter** (L1, hyperactive)
6. **Ex Parrot** (L-, deceased). Alas it died in null-sleep.



TIMELOST WARRIOR ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, the madness of this strange place drives the hero to revolt against a local custom and skill.
2. Hero learns a new skill, but their sanity wavers. Roll on skill table and lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety. Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Roll on ability table and gain 1 Life.
16. Roll on skill table and gain 2 Life.

17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance. A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a rent, (5) a fancy title, or (6) actual influence and obligations.
19. Increase a Stat by 1 and gain 1 Life.
20. The hero meets a guide who offers great things in exchange for completing three tasks.

TASKS AND GREAT THINGS (d6)

A ghostly traveler out of the distant future past offers to teach the timelost warrior how to become an **Eternal Champion** or a **True Warrior** (player's choice). They roll or choose three tasks:

1. Climb the mile-high dome of the ancient wizard-demons and meditate on the rainbow platform for a week.
2. Recover the ghostly wizard's skull from a harsh mercantile company with an antiquarian bent (they will demand half the hero's wealth).
3. Go about as a mendicant, anointed with the mud of angels for a month.
4. Ritually imbibe tiny doses of the sparkle vine poison for two weeks, changing their appearance forever.
5. Ritually destroy all the possessions they still treasure from their lost time.
6. Deliver the child sleeping in the egg of ages to the ghostly wizard's tomb.

After three tasks are completed, the hero undertakes a week-long vigil at the ghostly wizards tomb to absorb their wisdom.

After absorbing the ghosts wisdom, the hero gains the ability they prefer: **Eternal Champion** or **True Warrior**. These both increase the hero's magic cost in exchange for other benefits.

or

This Ghost Is A Lying Demon!

The hero will make their own path.

Complete one random task then choose (or roll) any skill or ability (except any with a #pinnacle tag).

EPIC TIMELOST WARRIOR STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People still do not accept them in this strange time, but they have come to accept this is their lot.

They find solace in themselves and their role as (roll d6): (1) the last survivor of an extinct species, (2) a true voidwalker, (3) a writer of spectacular fictions, (4) the last true civilized human in existence, (5) the prophet of an oncoming unstoppable doom, (6) the new owner of the ultraviolet blade.



LIFESCULPTOR BIOMANCER

“All the life for a vivid future in a dark and empty space.”

Colour Haze — *Earth* — Tempel (2008)

The first-comers broke the world in many ways, but on the wide, beneath the bowl of the shattered skies, the break was simple. Sky for wind and fire, earth for dust and bone, water for ice and flow, and green. Green for the creeping, crawling, seething thing. The child of endless time unleashed in mad profusion, in cruel abundance, in pitiless struggle beneath the verdant sun and solar line.

And those first-comers, they talked to the green, and it talked to them. It swam in their bloodstreams, and they rode its source codes. It sang within them and they spun its growing and changing and becoming.

Simple folk have simple name for the first-comers. The gods, for those who have forgotten most. The vile ones, for those twisted and broken for the first-comers amusement. The architects, for those who kneel and mumble in awe at their toys. The lings, for those who pretend to assume their mantle.

But the true biomancers know the first-comers for what they were. The first through the door. Another wave of green on the shores of dust and fire and ice, washed up and left to struggle to their feet and try to stand against the Eater Void. Twitching flesh and pumping blood, books to read and learn from, that is all, that is all.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Transcendence Ecologist
3. [Butcher] Banker
4. Artist
5. Doctor [Chirurgion]
6. Biomancer

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero's table.
2. Secured Flesh
3. Gastrointestinal Upgrade
4. Undying Parasite Heart
5. Omnimolecular Sensorium
6. Pheromone Panoply

ROLL STATS

A Lifesculptor Biomancer uses Thought and Aura to ride the waves of green and bend life to their needs. Stats cannot be negative, so all negative rolls become 0.

1. Strength: 1d6-3
2. Endurance: 1d6-3
3. Agility: 1d6-3
4. Charisma: 1d6-3
5. Aura: 1d4
6. Thought: 1d4

Optional Point Buy: Instead of rolling, assign 2 points to Aura and Thought, and 3 points to the other four Stats.

BIOMANCER GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Dusty **synthskin enviro-suit**. All faded neons woven with strange organic patterns. It recycles fluids and nutrients from waste.
#light #environmental #cool
Armor +2, Size: 1 stone
3. **Strange Mule** (L2, sourcebeast), it's coat oddly glossy, queer ports installed at meridian points. The biomancer can tap its life points to cast spells.
#steed #grazing
Capacity: 2 sacks
Def: 11, Life: 12, Sum: +3
Attack: kick (1d6)
4. Improvised **wheelbarrow** made from ancient plastics and magically light metals.

#slow #pushcart
Capacity: 3 sacks

5. An improvised copy of the **original medikit**. It includes everything a real doctor could want. Stethoscope, scalpels, placebos, alcohol, morphine and slightly tatty degree included.
#toolkit
Size: 1 sack
6. Crawling **flesh-caster spiders**. Machines of magic and flesh with legs like scalpels. The biomancer uses them to cast a random spell from the **Ars Biomechanicum**.
#spellburden
Size: 1 stone

BIOMANCER EXTRAS

No humans have yet joined the biomancer. Their meddling with flesh and bough is terrifying. But, every biomancer begins with a personal **sourcebeast** (L1) pet whose life force the biomancer can tap to cast spells. The beast's attributes may be rolled randomly:

1. Defence: 8 + 1d4*
2. Life: 2d4*
3. Sum: +(1d4)
4. Attack (roll d6): (1-3) 1d3, (4-5) 1d4, or (6) 1d6.



BIOMANCER ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, the blood songs drive the biomancer to despise a certain kind of food and beverage.
2. Hero learns a new skill, but their flesh weakens. Roll on skill table and lose 3 Life.
3. Increase maximum number of Hero Dice by 1 and gain 1 Life.
4. Take solace in friendship. Gain 2 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table and gain 1 Life.
9. Increase Level by 1. Hero gains unfortunate notoriety. Every several weeks (roll d6): (1) a slinking thing of mismatched limbs and gore stalks the hero, (2-3) a corrupted wanderer accosts the hero, portending woe, (4-6) a civilian afflicted by dire biological corruption comes begging for help.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Aptitude by 1.
12. Gain 3 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Roll on ability table and gain 1 Life.
16. Roll on skill table and gain 2 Life.

17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance.
A community decides the biomancer could actually be an (roll d6): (1) undertaker, (2) nurse, (3) midwife, (4) doctor, (5) scientist, or (6) biological researcher.
19. Increase a Stat by 1 and gain 1 Life.
20. From within the flesh and bone a green song reaches into the biomancer and whisper with promises of true wizardry, there for the taking if they can grasp it.

BIOMANTIC STEPS TO WIZARDRY (D6)

The biomancer must take three difficult steps to become a **true wizard**.

1. In a week-long ritual use special medicines to modify their integument, ensuring that either not a single hair will ever grow again on their body or that their hair follicles will never abide the razor again.
2. Spend half their wealth buying a flock of sheep and shepherds to care for them or an agronomic test facility. It is unclear why.
3. Spend a week harvesting strange organs from the Eventual creatures.
4. Unleash a semi-controlled magical cascade within their body, experiencing corruption first-hand.
5. Live for a month coated in a glutinous slime-mould coat.
6. Inject themselves with germ-line enhancing drugs for a week.

The final ritual is quite simple, takes half an hour, and is up to the player.

After taking the correct steps, the hidden ur-code within the biomancer unfolds and begins to reveal the secrets that the life-makers left within. The hero gains the **True Wizard** ability. This permanently reduces the hero's Life by 2 per level (current and future), but, their magic cost is reduced by one. Additionally, a new spell is revealed, hidden in their bloodstream all along.

or

This blood sorcery is too much!

These are not ancient truths or secrets hidden within the blood stream, these are devillish parasites, aliens, sentient diseases! How could the hero have been so foolish as to believe there was a deeper truth, a greater secret hidden within their own core? They abandon this dangerous pursuit of bodily perfectability in an imperfect, ever-decaying world and find another outlet for their ambitions. Choose (or roll) any new skill or ability (except any with a #pinnacle tag).

EPIC BIOMANCER STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic Biomancer

The biomancer is now officially 6th level. If people were worried about them before, now they should be terrified into respect. The local blind-lifers do not know it yet, but they are in the presence of a superior creature, no longer merely human. They (roll d6): (1) exile the biomancer from the community, but secretly come for aid with their ailments, offering gifts and baubles for their trouble, (2) fear the biomancer, but accept them as a medical experimentalist of some utility and assign them an abandoned asylum at the edge of town, (3) worry that things may get out of choice, but in need of a doctor, assign the biomancer a looming town house, (4) decide to embrace the devil

they know and grant the biomancer a seat on the plague council, (5) cover-up the biomancer's experiments in public, then invite them to join a secret government project to enhance the local defense forces, (6) accept the biomancer as a helpful citizen and offer them a seat on the board of a local pharmaceutical start-up.



GOLEMAFEX

The gods breathed the all-soul of *ka* into existence, and weaving, building, multiplying from that spark all of creation was wrought. So say the opiate priests. So say the shearers and so bleat the sheep.

What lies. What folly.

Souls? They would speak of souls? Algorithms and homeostatic modules and behaviors, biological and iron and silver machines gliding sideways through time. That is what we are.

Yes, there is *ka*. It underlies all. The null-energy that binds the void together. The zero point where all disappears and all appears. The diaphanous song of existence and non-existence.

But there are no souls. No essential spirit. Nothing outside the machines and their glittering battle against the entropy that is the doom of this small universe.

Can we, the makers of the *go-lemmas* of this later time create the magnificent industrious automata of past, greater aeons? The machines with their glorious seven-sigma efficiency engines that the unwashed academics of today claim are perpetually mobile? No, we can not.

But we can approach those glories. We must. With our mastery of the canonical forms, we shall rebuild our way to heaven.

— Divine Rant 14:7:b
of Golem Mechanic Ferugo diAnansitas

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Writer of Beautiful Letters
3. Rhetor
4. Golem Pilot
5. Mechanic
6. Automaton Developer

ROLL ABILITIES

Roll d6 twice for abilities [d6 x 2].

1. Roll on another hero's table.
2. Empty Shell
3. Neural Machine Symbiote
4. Feared Technomancer
5. Activate Everything
6. Friend of the Machine

CHOOSE TITLE

The *golemmafex's* title is often muddled, like the golems themselves (roll d8): (1) *go-lemma maker*, (2) *golem mechanic*, (3) *technomancer*, (4) *high roboticist*, (5) *machine whisperer*, (6) *mad technician*, (7) *automaton cultist*, (8) *soul-burner*.

ROLL STATS

Thought is what a golemmafex needs most.

1. Strength: 1d6-3
2. Endurance: 1d3-1
3. Agility: 1d4
4. Charisma: 1d6-3
5. Aura: 1d6-4
6. Thought: 1d3+1

Optional Point Buy: Instead of rolling, assign 2 points to Thought, 1 to Agility, and 4 points to the other four Stats.

GOLEMANCER'S GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

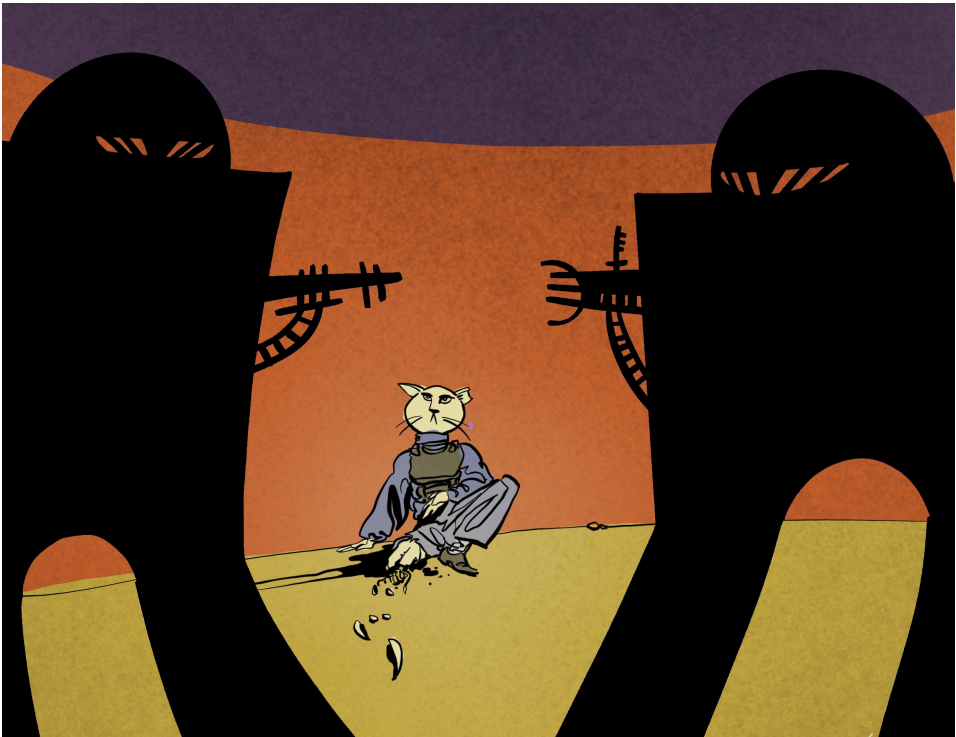
1. Roll on another hero's table.
2. High Orange **flame torch**. Weld golem parts and scorch flesh.
#str #agi #reach #energy
Damage: 1d6 heat
Range: melee, Size: 1 stone
Special: sets flammable materials on fire.
3. **Onesie of the Machine Order**, studded with pockets, looped with belts. Lets wearer carry 6 stones of gear without a backpack.
#light #civilian
Armor +1, Size: 1 stone
4. **Sensory bundle** of a dire vome. A dead array of lenses, wires, and biomechanics powered by a hand crank. It detects (roll d6): (1) infrared wavelengths, (2) UV rays, (3) radioactivity, (4) remote movement, (5) reality dysfunctions, (6) magitechnical fields.

#sensor #helmet
Size: 1 stone

5. **Significant Other Golem** (L3, quirky). A not-quite-sentient semi-humanoid golem built by (roll d6): (1) a parent, (2) a sibling, (3) another relative, (4) a good friend, (5) a mentor, (6) an enemy. It comes with over seven hundred pre-coded subroutine lemmas and follows voiced commands, so long as you precede them with a ritual phrase, such as "Hey, <significant other>'s masterpiece ..."
#butler #golem
Capacity: 2 sacks
Def: 15, Life: 15, Sum: +5
Attack: machine hand chop (1d6)
6. **Golem Coding Gear**. Leather tubes of colour-coded writing paper, inks, pens, chisels, scalpels, ritual writing desk, and portable potter's wheel. For dealing with oldtech golems it also includes an electronics toolkit with circuit boards, punch card systems, valves, screwdrivers, suction cups, anti-statics, tweezers, pins, connectors, and soldering irons.
#toolkit
Size: 1 sack

GOLEM MECHANIC'S EXTRAS

1. **Ancient Sentient Machine** (L3, ominous)
Def: 15, Life: 15, Sum: +7
2. **Creepy Assistant** (L1, callous)
Def: 12, Life: 9, Sum: +5
3. **Significant Other Golem** (L3, quirky)
Def: 15, Life: 15: Sum: +5



GOLEM MECHANIC'S ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. Hero's experiments fail to create better golems. Worse, they discover that (roll d4): (1) a whole branch of go-lemma is corrupted by a void virus, (2) these manuals were actually the secret triggers of a chaos cult, (3) this science is actually just occult existentialism, (4) one of their former creations has run away after developing a malicious sentience.
2. Learn new skill or upgrade an existing skill through trial and painful error. Lose 1 Life.
3. Overcome loss to become stronger. Increase maximum number of Hero Dice by 1, but lose 1 Life.
4. Take rest in the fellowship of machines and toys. Gain 2 Life.
5. Hero improves themselves through haphazard experimentation. Roll on ability table. Lose 1 Life
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table and gain 1 Life.
9. Increase level by 1. Word gets around about hero's dangerous dabbling in thinking machines. Every several weeks (roll d6): (1) a member of the biological purity society drops by with a threatening pamphlet, (2-3) a mangled machine is left in front of their home, damaged beyond repair, (4-6) a crowd of luddites pickets the hero.
10. Hero falls down, they get up again. Increase maximum number of Hero Dice by 1 and gain 1 Life.
11. Practice is the mother of learning. Increase Aptitude by 1.
12. Hero accidentally infests themselves with a helpful bloodstream golem and gains 4 Life.
13. After haphazardly interfacing with an oldtech education module, the hero increases a Stat by 1 and gains 2 Life.
14. A local engineering guild adopts the hero as a long lost sibling. Gain 5 Life.
15. Falling a sleep while clutching an archaic golem part, something flows into the hero. Roll on ability table.
16. Through furtive study of stolen manuals hero learns a random skill.
17. In happy coding accident, hero upgrades themselves. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Local flesh-bodies accept hero as a useful engineer and inventor. They gain (roll d6): (1) black-market connections who want to build autonomous drug factories, (2) a mandatory teaching position at a local community college, (3) a grueling position maintaining the community's gas works, (4) a courtly position creating automata for an oligarch's amusement, (5) a consulting role at an armaments factory with links to a jingoistic aristocratic faction, (6) a gigantic broken-down iron golem.
19. Synthetic brain parasite augment increases Thought by 1.

20. Hero finds a living **archaic monk from the golden times** who can teach them the secrets of the true golems! They face *three challenges*.

TRUE GOLEM CHALLENGES (D6)

1. Plant evidence implicating the biological purity society in a vast eugenics scandal.
2. Spend half hero's wealth building a new body for the monk's corroded crystal-mechanical brain.
3. Spend a week in a deep, secret bunker, directly absorbing the radio-telepathic emanations of the uncanny valleys of the deepest voids.
4. Replace one of the hero's hands with an expensive engineering prosthetic.
5. Go on a month-long journey of self-discovery with the archaic monk. Sleeping in dive bars, eating strange foods, fiddling with odd machines.
6. Hunt down a rogue self-replicating transbionic violent mechanism and bring it to the mentor for vivisection.

*After hero completes three tasks, they gain the **Machine Breeder** ability. Realising that golems can only become people when they experience birth and death as all life should, they focus on developing and breeding new golems grows. Crawling symbiote machines increase their Life by 1 point for each of their levels (current and future). The hero learns a new spell blueprint for creating a random kind of golem. Additionally, the hero's magic cost when imbuing machines is reduced by 1. This ability is not compatible with abilities that increase a hero's magic cost.*

or

Do Not Forget Your Blood!

This ... this is monstrous. The archaic monk

is no wise mentor. They are a virus, a bacillus, waiting to infect the world once more with a plague of malevolent machinery, to assimilate the world of life into a pure, horrifying perfection of biomechanical systems working for the dark designs of forgotten demiurges. The hero quickly abandon this dangerous quest and find another outlet for their ambitions. Choose (or roll) any new skill or ability. Hopefully shattering the archaic's crystal brain took care of that! Phew.

EPIC GOLEMMAFEX STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic Golem Engineer

The hero is now officially 6th level. People refer to them admiringly as "Our Engineer." Young nerds geek out over their articles in the gazettes. Communities compete to have them upgrade their heat engines. The hero (roll d6): (1) successfully reactivates a colossal prismatic defense golem and acquires a sinecure, (2) acquires a honorary license to practice engineering from the local megacorporate guilds, (3) inherits a reputable autogolem engineering garage, (4) gains an important para-statal position as master of engines, (5) licenses a line of very popular stress-relief electro-mechanical golems and acquires significant wealth, (6) reclaims the ruins of their family manor and their ancestral golem war suit.



SKELETON

In a flash it all rushes by. Your life flickers past your eyes. There you were, a child. There your master. Your true love. Your child. Your farewell. The journey, that epic endless journey. And there, the nemesis. And then ... nothing.

Did .. you die? Was it ... no. Wait. You can *feel* yourself. You're here. You open your eyes. Dark. Calm down. Deep breaths.

You can't breathe.

You can't breathe because you have no lips. No throat. No lungs.

You scream.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Aptitude: +2

Hero Dice: 3d6

Magic Cost: 2

STARTING OPTION

The skeleton can use the **Bonds of Remembrance** mechanic, narrating their connection with a lost and forgotten time.

ROLL SKELETON SKILLS

Start with skill 6 and roll d6 one more time for other skills [6 and d6].

- 1-5. Roll on another hero's table
6. Necrologist

TWO STARTING ABILITIES

A skeleton starts with the following two abilities:

1. Bones Alone Remain
2. No Vital Tissues

ROLL SKELETON STATS

A skeleton doesn't really need stats.

1. Strength: 1d6-3
2. Endurance: 0
3. Agility: 1d6-3
4. Charisma: 1d6-2
5. Aura: 1d4+1
6. Thought: 1d6-2

Optional Point Buy: Instead of rolling, assign 3 points to Aura and 4 points to the other five Stats.

SKELETON'S BACKGROUND

Instead of gear, a skeleton starts with a background package that combines a shred of origin story, equipment. Players roll a d6 or choose a background for their skeleton. Each item of starting gear is 1 stone unless specified otherwise.

1. **A Mummy**
Wrapped in bandages like a mummy they awoke, a flail in one hand, a gnawing beetle in the other. A torc of jet and lapis upon their chest.
Starting gear: mummy bindings (+1 defense), dreadful flail (one-handed blunt weapon, 1d8), gnawing beetle pet (LO, undead), a torc.
Starting skill: Chain Flailer.
2. **Neoreaper**
In a black robe and a black cloak,

both faded with the ash of the honored dead, they awakened, a scythe-like halberd stuck in their rib cage, a glinting gem of blue in one eye, of orange in the other.

Starting gear: reaper's robes (+2 defense), scythe halberd (two-handed slashing weapon, 1d12), eye-gems (one or both can be removed and placed somewhere safe to serve as lookouts).

Starting skill: Pole Disciple.

3. **Dead Spacetime Soldier**

Flailing, entangled, screaming, the hero awakened. An old uniform from some forgotten empire, pierced by a dozen bullets, hangs limp on their frame. Ropes and strings reach up into the dark. They are suspended on some kind of parachute?

Starting gear: bullet-riddled uniform (+1 defense), heavy boots (protect bony feet), combat knife (1d4), 6.66mm long-nosed pistol with bone grip (1d6*).

Starting skill: Modern Soldier.

4. **Glowing Skeleton**

Heavy boots of lead weigh them down. The clothes, heavy. Heavy, everything so heavy. Strip off a glove and their hand glows.

Starting gear: hazmat suit (+2 defense, cumbersome), heavy boots, heavy wrench (1d6, as club).

Starting skill: Mechanic.

Extra ability: Radioactive Skeleton.

5. **Dead [of] Knight**

Clang. Rattle. Clink. The hero rattles within their chain and plate like a loose tooth. A cascade of pops and pings resounds as they move and grasp their gauntleted hands around the pommel of their skull sword.

Starting gear: chain and plate armor (+5 defense, loud, 2 stones), epic

helmet (negates one critical hit per game session), skull sword (1d10).

Starting skill: Epic Knight.

6. **Sym Skeleton**

They awaken soft and cocooned, as though in the world's most comfortable water bed. Their sigh releases a burble. They open their eyes and look. Visible bones. Their bones. Black with acidic transmutation. A gelatinous green ... ectoplasm envelops them. They scream and gibbles of gelatinous symbiont go flying.

Starting gear: gibbering tome of ur-human magic (contains one readable and one encrypted spell) and a red coral wand wrapped in titanium and gold wire (converts 1 life into 1d4 damage as a direct attack, no attack roll required).

Extra ability: Gelatinous Symbiont.

SKELETON'S EXTRAS

Gained per abilities and backgrounds.

1. **Boney Horse** (L3, devoted)
Def: 13, Life: 16, Sum: +5
Attack: trample 1d10, Carry: 4
Ability: ever-growing silver barding.
2. **Fellow Skeleton** (L1, loyal)
Def: 11, Life: 8, Sum: +3
Attack: scrape 1d6 (or weapon)
3. **Gnawing Beetle Pet** (L0, undead)
Def: 14, Life: 3, Sum: +1



SKELETON'S ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. The grave summons the hero back. The peace of oblivion offers release. Days are spent in gentle longing.
2. Remember an old skill from their former life or upgrade an existing skill. Lose 1 life.
3. Bind more tightly to the material world. Increase maximum number of Hero Dice by 1, but lose 1 life.
4. Take joy in the living world once more. Gain 2 life.
5. Hero's purpose grows stronger. Roll on ability table or choose a #skeleton ability. Lose 1 life.
6. Gain 6 life.
7. Roll on another hero's advancement table or choose a #skeleton ability.
8. Roll on skill table or upgrade an existing skill as memories return. Also gain 1 life.
9. Increase level by 1. The walking dead are always cause for gossip. Every several weeks (roll d6): (1) an undead hunter drops by, (2-3) a crude holy symbol is left waiting to surprise the hero, (4-6) a mob forms to chase the hero out.
10. The illusions of life dissipate like gauze. Increase maximum number of Hero Dice by 1 and gain 1 life.
11. Old tricks return to old bones. Increase aptitude by 1.
12. As plants wither around the hero, they gain 4 life.
13. A painful accident forces the skeleton to rebuild themselves, increasing a stat by 1 and gaining 2 life.
14. Discovering a living descendant invigorates the hero. Gain 5 life.
15. A glimmer from the void awakens a new ability. Roll on ability table or choose a #skeleton ability.
16. In a moment of quiet repose in natural surroundings, the hero remembers a random skill from their past life or upgrades an existing one.
17. A celestial alignment increases hero's maximum number of Hero Dice by 1.
18. Increase level by 1. Local living civilians accept the skeleton as a part of their society. They gain (roll d6): (1) a reputation as a wise fortune-teller, (2) a position in the archive of past lives, (3) an honorary senior citizen's card, (4) acceptance as a medium who can talk to the dead, (5) the legal right to reside in the local crypt or cemetery, (6) a yeoman's farm by the edge of the Vastlands.
19. That which did not kill them makes them stronger, increasing a stat by 1.
20. Hero finds the skull of **an ancient witch lich** who proposes to help them! They face *three challenges*.

SKELETON CHALLENGES (D6)

1. Hunt down a descendant prophesied to bring great change. Give them a fateful item and a stern talking to. The descendant is a (roll d6): (1) decadent socialite, (2) arrogant real estate magnate, (3) callow actor, (4) gormless scientist, (5) pious acolyte, or a (6) lackluster artist.
2. Give the lich a hand. Literally.

3. Go down into the lich's hidden crypt, deep in the Malbegot Mountains, to absorb a copy of their phylactery.
4. Spend half the skeleton's wealth getting a glittering golden inlay that will house the witch lich's final spell.
5. Go among the poor of the land on a month-long voyage of discovery and exploration, while spreading the witch lich's herbal remedies and hedge magics.
6. Infiltrate a vicious vivimancer's fortress and bring their skeleton to the witch lich. Bringing their flesh sack is optional.

*After the skeleton completes three tasks, they gain the **Returned Hero** ability, increasing their Aura, aptitude, and skills as they remember who they once were.*

or

No, That Story Is Finished

One life wasted was enough. One life of suffering was enough. This is a new era. A new opportunity to live again. The hero casts aside the false promises of the witch lich. Choose (or roll) any new skill or ability.

LIST OF #SKELETON ABILITIES [D11]

As the skeleton hero advances, they can choose abilities from this list. Many of these abilities would make it difficult for the character to pass for a normal human.

A skeleton who would want to pass for human could take the Cold New Skin ability.

1. Cannibal Ghoul
2. Cold New Skin
3. Doomed Steed
4. Duke of the Dead
5. First Among Skeletons
6. From Dust I Always Return

7. Horrible Skeleton
8. My Bones I Engrave
9. Radioactive Skeleton
10. Sinews of the Hungry Ghoul
11. Teeth Like Knives

EPIC SKELETON STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic Skeleton

The hero is now officially 6th level. Citizens call them "Our Guardian Ancestor." Local traditions of ancestor worship are revitalized. Mummification and prayer crypts grow in popularity.

The hero (roll d6): (1) gains a sinecure as head of a local necro-legal association, (2) receives the key to the city and a small palace near the local bone house, (3) is installed as the honorary abbot of a complex of ancestor shrines, (4) is granted the deed to a creepy tower defending trade routes through a nearby swamp, (5) is finally restored their rights to expansive landholdings lost by one of their descendants, (6) receives a pension and becomes judge-in-perpetuity of the local carnival.

OPTIONAL HERO MECHANICS

Some heroes can use optional mechanics, which change the way they are played. Various mechanics may be more suitable for one kind of hero or another.

BONDS OF REMEMBRANCE

Players using a skeleton or other undead or timelost hero can take advantage of this mechanic by filling a skill, ability, or inventory slot with **remembrant**.

There are hollows in the hero's mind, dark places, missing things. As they waken more, as they grow in power, more things begin to make sense. The hero's returning memories frame (or reframe) the world around them.

A player can choose one of the following abilities every time their hero gains a level (but at most one per session). Each occupies a skill, ability, or inventory slot.

1. **Bond of Duty**

#remembrance

This newly met person is somehow connected to the hero. Perhaps they are (roll d6): (1) their descendant, (2) their killer, (3) their old friend or lover, (4) their (inadvertent) summoner, (5) the one the hero has returned to protect or kill, or (6) a copy or clone of the hero. The hero's runner narrates their connection as memories return. Each other player narrates a duty the hero feels. The runner choose one of these duties. If the runner likes none of the duties the hero realizes the memory was false and the player rolls again for another person during another session. The hero also gains a permanent contact who they can turn into a sidekick. They also gain a number of boons (advantages) equal to their Aura plus their level to use in the pursuit of their duty. These boons replenish at a rate of 1 per session, until the duty is completed.

When the hero completes their duty, they gain $100 \times \text{level}$ XP and their sense of peace and connection to the world grows, permanently increasing their life by 1.

2. **Bond of History**

#remembrance

This place (town, valley, mountain, island, bay, or other area encompassing about a half-day's gentle stroll) is somewhere important to the hero.

Perhaps it is where (roll d6): (1) they were born, (2) they died, (3) they lived, (4) they were betrayed, (5) they were cursed to immortality upon this dusty orb, or (6) they were fated to perform a great ritual.

The runner narrates their hero's connection, as memories return. Each other player adds a detail about other people who lived here and connects those details to the current situation.

The hero is now very familiar with the history and geography of this place.

They have advantage when such familiarity would be useful, for example when evading enemies, searching for a hidden tomb, or aligning their rituals with local geomantic landmarks.

Additionally, they now recover lost resources (life and stats) twice as quickly in this place.

3. **Bond of Possession**

#remembrance

This item (weapon, tool, or vehicle) is connected to the hero somehow.

Perhaps it is something (roll d6): (1) they made, (2) they owned, (3) they received, (4) that killed them, (5) that was prophesied for them, or (6) that the dread force has left for their use.

The hero's runner narrates their connection and how the item looks.

Each other player describes the item's purpose and the runner chooses the goal they like best. If the runner likes none of the ideas, the hero's memory was false and they can reawaken it again next session.

In the hero's hands the item is simply *better*. Not necessarily magical, but it

was made for them. A weapon either increases its damage die or deals damage with advantage. A tool or vehicle gives advantage to tests when used. A suit of armor or a shield lets them ignore one blow per session (or every couple of hours).

If the item is damaged or destroyed, the hero can always restore it, or at least its spiritual successor, given 2d4 weeks and a suitable workspace.

When the hero achieves their item's goal they gain 100 × level XP and their sense of contentment with the world grows, increasing their life by 1.

4. **Bond of Home**

#remembrance

This building (ruin, house, or castle) was the hero's home, or perhaps will be, the dread force is unclear. Perhaps it is where they (roll d6): (1) experienced peace, (2) found joy, (3) dwelt in bitterness, (4) grew in power, (5) were imprisoned, or (6) it is the place they were chosen to own.

The runner narrates their hero's connection to the house and describes how it was (or will be) at the peak of its opulence. Let each other player describe how it looks now. If the runner strikes down all the suggestions, this was a false memory and this is not the hero's home. They can reawaken their memory during the next session.

When home, in this place that is to be their castle, the hero is more powerful. They roll all tests with advantage and may spend 1 life to appear as though they were alive for a couple of hours.

BEYOND THIS POINT ARE LIONS AND BOOK CONSTRUCTION ENGINEERS!

Beware.